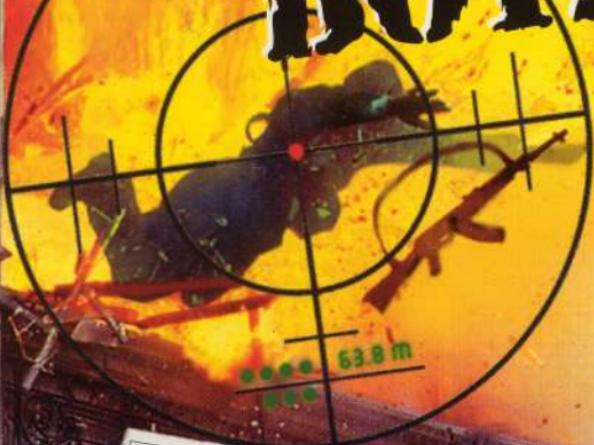


Blood splattering mayhem

# SOLDIER BOY!



"...unrivaled  
in the area of  
PC shooters."  
Digital Gamescape

MATURE



AGES 17+  
CONTENT RATED BY  
ESRB

# REGISTRATION & LICENSE REMINDER

By using  
Soldier Boyz  
you agree to the terms of  
the Software License  
located on the CD-ROM disc.

Soldier Boyz  
Copyright © 1997  
**MPCA Interactive**

Programming by Hypnotix Inc.



Soldier Boyz uses  
**Smacker Video Technology.**  
Copyright © 1994-1997  
by RAD Game Tools, Inc.

Soldier Boyz uses  
**Miles Sound System.**  
Copyright © 1991-1997  
by RAD Game Tools, Inc.

## PLEASE NOTE:

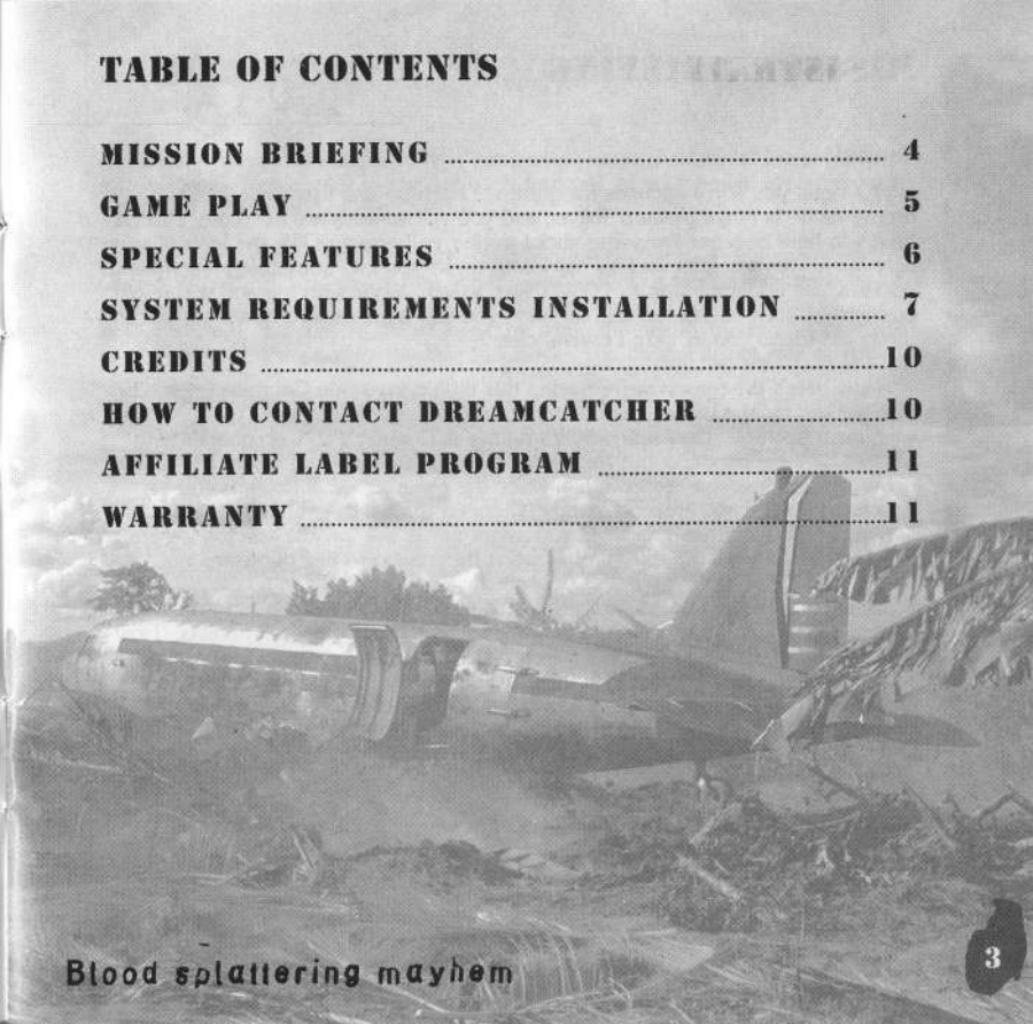
DreamCatcher Interactive Inc. and its licensors make no warranties, express or implied, including without limitation the implied warranties of merchantability and fitness for a particular purpose, regarding the software. DreamCatcher Interactive Inc. and its licensors do not warrant, guarantee or make any representations regarding the use or the results of the use of the software in terms of its correctness, accuracy, reliability, currentness or otherwise. The entire risk as to the results and performance of the software is assumed by you. The exclusion of implied warranties is not permitted by some jurisdictions. The above exclusion may not apply to you.

In no event will DreamCatcher Interactive Inc. or its licensors, and their directors, officers, employees or agents be liable to you for any consequential, incidental or indirect damages (including damages for loss of business profits, business interruption, loss of business information, and the like) arising out of the use or inability to use the software, even if DreamCatcher Interactive Inc. and its licensors and their directors, officers, employees or agents have been advised of the possibility of such damages. Because some jurisdictions do not allow the exclusion or limitation of liability for consequential or incidental damages, the above limitations may not apply to you.

**S O L D I E R   B O Y Z**

## TABLE OF CONTENTS

<b>MISSION BRIEFING</b>	4
<b>GAME PLAY</b>	5
<b>SPECIAL FEATURES</b>	6
<b>SYSTEM REQUIREMENTS INSTALLATION</b>	7
<b>CREDITS</b>	10
<b>HOW TO CONTACT DREAMCATCHER</b>	10
<b>AFFILIATE LABEL PROGRAM</b>	11
<b>WARRANTY</b>	11



Blood splattering mayhem

# MISSION BRIEFING



## Ten hut!

All right, you sorry excuses for grunts. Listen up and listen good. From now on my name is Major Howard Toliver, and you will address me as Major. I didn't drag you here because I'm some social-worker, or because I like the look of your ugly faces. I'm a soldier and it's my job to make you into something resembling soldiers. So understand this: I OWN your asses. Work with me and you might come back alive. Screw up and the best you can hope for is a quick trip back to the hole I found you in. Am I crystal clear?

Now here's the reason we're having this little party - one Gabrielle Prescott. She worked for the United Nations flying relief missions into Viet Nam until she was taken hostage. Now normally it's no big deal when a U.N. do-gooder gets nabbed by local banditos, but Ms. Prescott is no ordinary do-gooder. Her father is billionaire Jamieson Prescott, and since the government is doing nothing special to rescue Ms. Prescott, daddy is footing the bill to get his little girl back. In one piece. Since we're in what you might say is the "private" sector, we are on our own. If we mess up the Marines won't be coming to bail our asses out.

According to the spooks, Ms. Prescott's plane was shot down in territory controlled by Vinh Moc. He used to work for us against the Communists. Now he works for himself. He has his own private army and a reputation for being ruthless. When we're on the ground you won't know who works for him and who doesn't. You'll have to be quick to keep from getting blown away, but heaven help you if you waste a friendly. Lots of the locals don't like Vinh Moc any more than they liked the Communists, so watch for allies. Use your brains before you hit the trigger.

So, what's in this for you? Get back alive with the girl in one piece and you're looking at a full presidential pardon and a new lease on life. Fail and you'll be lucky if anyone bothers to dig a shallow grave in the jungle for you.

## GAME PLAY

Soldier Boyz is divided into five "territories", each of which is broken down into sectors. Your goal is to survive each territory, as your health is refreshed to 100% at the beginning of each territory.

Soldier Boyz has both interactive and non-interactive (video) sequences. During interactive sequences, you can either shoot at or talk to the characters, and reload your weapons. You may only shoot or talk when the cursor is activated (red), and may reload at any time while the health and ammo interface is on-screen. During non-interactive sequences you cannot shoot, talk or reload.

During interactive game play the ammo (upper right corner) and health (upper left corner) status bars track your ammunition and health counts. One ammo point is deducted every time you fire a weapon. Each of the Boyz has a distinct ammo allotment, as they all use different weapons. You may reload your weapons by positioning the cursor directly over the ammo bar and clicking on the right mouse button or joystick trigger button #2. One health point is deducted every time you get hit, either by enemy fire or by Major Toliver. When the health bar reaches zero, you die. If you die you will be given options on how to proceed: Retry Sector, Restart Territory, Begin New Mission or Quit for Now.

There are basically two types of characters you may encounter while playing Soldier Boyz, "enemies" and "friendlies". You should strive to eliminate as many enemies as possible. There are also several "alarm guys" scattered throughout the game, who say, "Sound the alarm!". If you do not immediately kill them it will result in your death. Unlike most of the enemies encountered in the game, these "alarm guys" must be killed in order to continue with game play. You should also talk to as many friendlies as possible, as they provide vital survival information.

At the conclusion of each territory, a tally screen will display your territory stats. You will be judged on how many enemies you eliminated, how much ammo was expended and how much information you gathered.

**Blood splattering mayhem**

# SPECIAL FEATURES

## Gameplay controller functions

- A. Joystick trigger button #1 (left mouse button) fires weapons.
- B. Joystick trigger button #2 (right mouse button) reloads current weapon when positioned directly over the ammo bar (upper right corner of screen). This command may also be used to talk to "friendlyies".
- C. Hitting the <spacebar> on the keyboard will skip over most non-interactive sequences, as will button #2 on joystick (right mouse button).
- D. Hitting the <ESC> key will suspend game play and bring up the main menu, where you can re-calibrate the joystick or quit the current game.

## Command-line switches

Typing the following extensions alongside the "Boyz" DOS prompt command will make modifications to default gameplay parameters.

Example: C:\BOYZ\BOYZ/SN

Result: Game will now run with no sound.

- /J Flip joystick orientation
- /V Show detection mask (hot spots)
- /H Specify hit points (for all players)
- /A Specify ammo count (for all players)
- /L Turn music loops off
- /S Turn sound on
- /SN Turn sound off



# SYSTEM REQUIREMENTS AND INSTALLATION

This is a shortened version of the information contained in the README docs on your Soldier Boyz CD-ROM disc. Please consult that file for more detailed information.

## Recommended System Requirements

- IBM PC or compatible
- 486DX/66 processor (or better)
- 8 MB RAM minimum,  
16 MB RECOMMENDED  
(16 MB required for Win 95)
- Double-speed CD-ROM drive  
(or better)
- MS-DOS 5.0 (or better), or  
Windows 95/DOS 7.0
- Free hard drive space:  
28 MB for maximum install  
(RECOMMENDED) or  
11 MB for Minimum install
- Joystick or Mouse

Soldier Boyz assumes that your computer system has been properly configured and is operational prior to attempting installation.

## Installation (DOS)

Prior to installation, ensure that the appropriate sound card, CD-ROM and controller drivers are loaded and working.

### To install Soldier Boyz from DOS:

1. Insert the Soldier Boyz disc into your CD-ROM drive.
2. From the DOS prompt, type D:<enter>, where "D" is your CD-ROM drive letter.
3. Type INSTALL <enter>.
4. Enter the drive LETTER where you would like the Soldier Boyz files to be installed. The installation will default to the C: drive.
5. Specify the path where you would like the Soldier Boyz files to be installed and <enter>. (The default is C:\BOYZ) Allow a moment for the Soldier Boyz configuration files to be copied to your hard drive.
6. Upon reaching the main menu screen, select Option 4: "Save and Exit" to automate the installation as much as possible. If any

Blood splattering mayhem

# SYSTEM REQUIREMENTS AND INSTALLATION

problems arise, re-run the INSTALL and adjust the default settings before making this selection and continuing with the installation.

## Getting Started

1. To launch Soldier Boyz from the DOS prompt C: > type CD\BOYZ <enter>, where "BOYZ" is the target directory specified during installation.
2. Type BOYZ <enter>. The game will now begin.



## Installation (WIN 95)

Prior to installation, ensure that the appropriate sound card, CD-ROM and controller drivers are loaded and working.

### To install Soldier Boyz from Windows:

1. Insert the Soldier Boyz disc into your CD-ROM drive.
2. Using Windows 95 Explorer, navigate to your CD-ROM drive directory.
3. From the contents of the CD-ROM directory, double-click on "INSTALL.EXE".
4. Enter the drive LETTER where you would like the Soldier Boyz files to be installed. The installation will default to the C: drive.
5. Specify the path (folder) where you would like the Soldier Boyz files to be installed and <enter> (The default is C\BOYZ). Allow a moment for the Soldier Boyz configuration files to be copied to your hard drive.
6. Upon reaching the Main Menu

# SYSTEM REQUIREMENTS AND INSTALLATION

screen, select Option 4: "Save and Exit" to automate the installation as much as possible. If any problems arise, re-run the INSTALL and adjust the default settings before making this selection and continuing with the installation.

## Getting Started



1. Using the Windows 95 Explorer, navigate to the C:\BOYZ folder, where "BOYZ" is the target directory specified during installation.
2. From the contents of the specified folder, RIGHT-click and drag the file Boyz.exe, to your desktop.
3. Release the mouse button. Select "Create Shortcut(s) Here". Windows 95 should make an MS-DOS icon named "Shortcut to Boyz".
4. If you wish, you can change your Soldier Boyz shortcut icon to something a little more exciting by right-clicking on the new icon, and from the pop-up menu,

selecting "Properties". Then select the "Program" tab at the top.

5. Click on "Change icon...". Navigate to the C:\Boyz folder, where "Boyz" is the target directory specified during installation, and highlight the "Soldier Boyz" icon.
6. Click on "OK" when you are finished.
7. To complete this process, click on "OK" once again.
8. You may rename your Soldier Boyz shortcut by RIGHT clicking on the shortcut icon, choosing "Rename", and typing in the new name.
9. Using Windows 95 Explorer, navigate to the DOS prompt icon, and exit to the DOS shell.
10. To launch Soldier Boyz form the DOS prompt C:> type CD\BOYZ <enter>, where "BOYZ" is the target directory specified during installation.
11. Type BOYZ <enter>. The game will now begin.

# CREDITS

## The DreamCatcher Team

### Package Concept and Design

Netsoft Graphics Inc.  
Logos Identity

### by Design

John Lowry

Kelly Wu

Marshall Zwicker

John Crabtree

Kate Von Mayr

Richard Wah Kan

### Contributors

### Manuals, Writing and Editing Graphic Design

Kate Von Mayr

John Lowry

Kelly Wu

Luke Murphy

Kelly Wu

John Crabtree

Kate Von Mayr

Richard Wah Kan

### Logo Animation Testing

### Licensing

## MPCA Interactive Crew

### Produced by

Brad Krevoy

Steve Stabler

Jed Weintrob

Jeannette Draper

### Co-Producer

Gregory Aranaga

### Associate Producer

Darren Aronofsky

### Directors of Video

Jed Weintrob

### Director of Game

Jed Weintrob

### Game Designers

Gregory Aranaga

Jed Weintrob

Andrew Osborne

Darren Aronofsky

Jeannette Draper

### Game Writer

Andrew Osborne

### Game Art Director

Mike Taramykin

### Programming by

Hypnotix, Inc.

### Programmers

Tom Kirchner

John Moschetto

Stephen Hadley

## HOW TO CONTACT DREAMCATCHER

Need any technical support or customer assistance? We are easy to reach.

### Write to us at :

DreamCatcher Interactive Inc.

265 Rimrock Rd., Toronto M3J 3C6, Canada

416-638-5000 or 888-611-9999 (toll free)

416-398-4476

[info@dreamcatcherinc.com](mailto:info@dreamcatcherinc.com)

<http://www.dreamcatcherinc.com>

### Call us at:

### Fax us at:

### Email us at:

### Visit our website at:

## AFFILIATE LABEL PROGRAM

Got a great CD-ROM product?

### Affiliate Label Program

DreamCatcher has an affiliate label program which enables you to work jointly with us to publish, market and distribute your product.

If you have a beta version or a finished product contact:

Richard Wah Kan  
DreamCatcher Interactive  
265 Rimrock Road  
Toronto, Canada  
M3J 3C6

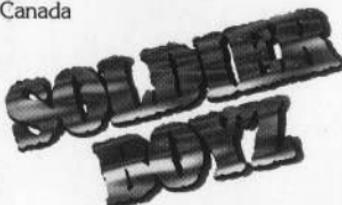
Tel: (416) 398-8588 or  
Fax: (416) 398-4476  
email: [r wahkan@aol.com](mailto:r wahkan@aol.com)

## WARRANTY

DreamCatcher Interactive will replace any Soldier Boyz CD found to be non-operational due to manufacturing defects.

Furthermore, for a period of 1 year after the purchase, DreamCatcher Interactive will replace that disc no matter how it was damaged. Simply send your damaged disc and a money order for \$6.00 US (to cover postage and handling) to:

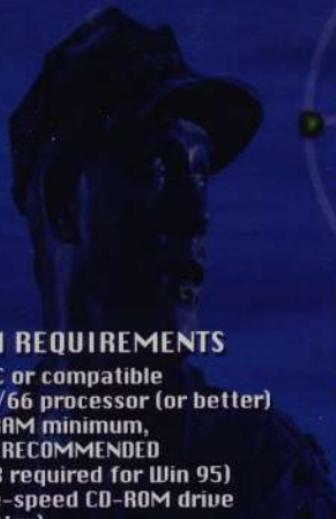
DreamCatcher Interactive Inc.  
265 Rimrock Road  
Toronto, M3J 3C6  
Canada



Under copyright laws, this manual may not be copied, either in whole or in part, without the written permission of DreamCatcher Interactive Inc. DreamCatcher is a trademark of DreamCatcher Interactive Inc. Windows is a registered trademark of Microsoft Corporation. Printed in Canada

Blood splattering mayhem

# Deadliest Live Action Ever



## Hundreds of Real Kills

### Explosive Action

Smoking lead, splattering blood and jaw clenching firefights pack a REAL punch.

### Total Mayhem

Awesome explosions and special effects drop you straight into the heart of Hell.

### Jungle Slaughter

Destroy enemy forces as you blast your way through the sweltering jungles of today's 'Nam. Watch the body count rise.

### Realistic Combat

Fast loading, hard hitting REAL MOVIE gunshot kills, with full screen in-your-face interactive play.



### SYSTEM REQUIREMENTS

- IBM PC or compatible
- 486DX/66 processor (or better)
- 8 MB RAM minimum,  
16 MB RECOMMENDED  
(16 MB required for Win 95)
- Double-speed CD-ROM drive  
(or better)
- MS-DOS 5.0 (or better),  
or Windows 95/DOS 7.0
- Free hard drive space: 28 MB for  
maximum install (recommended)  
or 11MB for Minimum install
- Joystick or Mouse

Visit our web site [www.soldierboyz.com](http://www.soldierboyz.com)

For the best in customer service, call 1 888 611 9999 (toll free)

DreamCatcher Interactive Inc. P.O. Box 2017 Buffalo N.Y. 14240-8978

Tel: 416 638 5000 Fax: 416 398 4476

email: [info@dreamcatcherinc.com](mailto:info@dreamcatcherinc.com)

DreamCatcher Interactive Inc. is a subsidiary  
of World Wide Interactive Discs Inc.

ISBN 1-896925-11-1



25904 26830

MADE IN CANADA

MATURE (17+)  
REALISTIC VIOLENCE

